PONG de las TORTUGAS NINJA II

Nintendo® ENTERTAINMENT SYSTEM

SPORTS SERIES

Official Homebrew Seal of Quality

HOW TO PLAY PONG DE LAS TORTUGAS NINJA II

BACKSTORY

That criminal mastermind, Señor Saki, has done it again! Previously, using a matter transmogrifier from Dimension X, he captured our heroes, those radical reptiles, in an AY-3-8500 Pong simulation. Now, he's flipped the switch, forcing the Tortugas to play an eternal game of handball / squash!

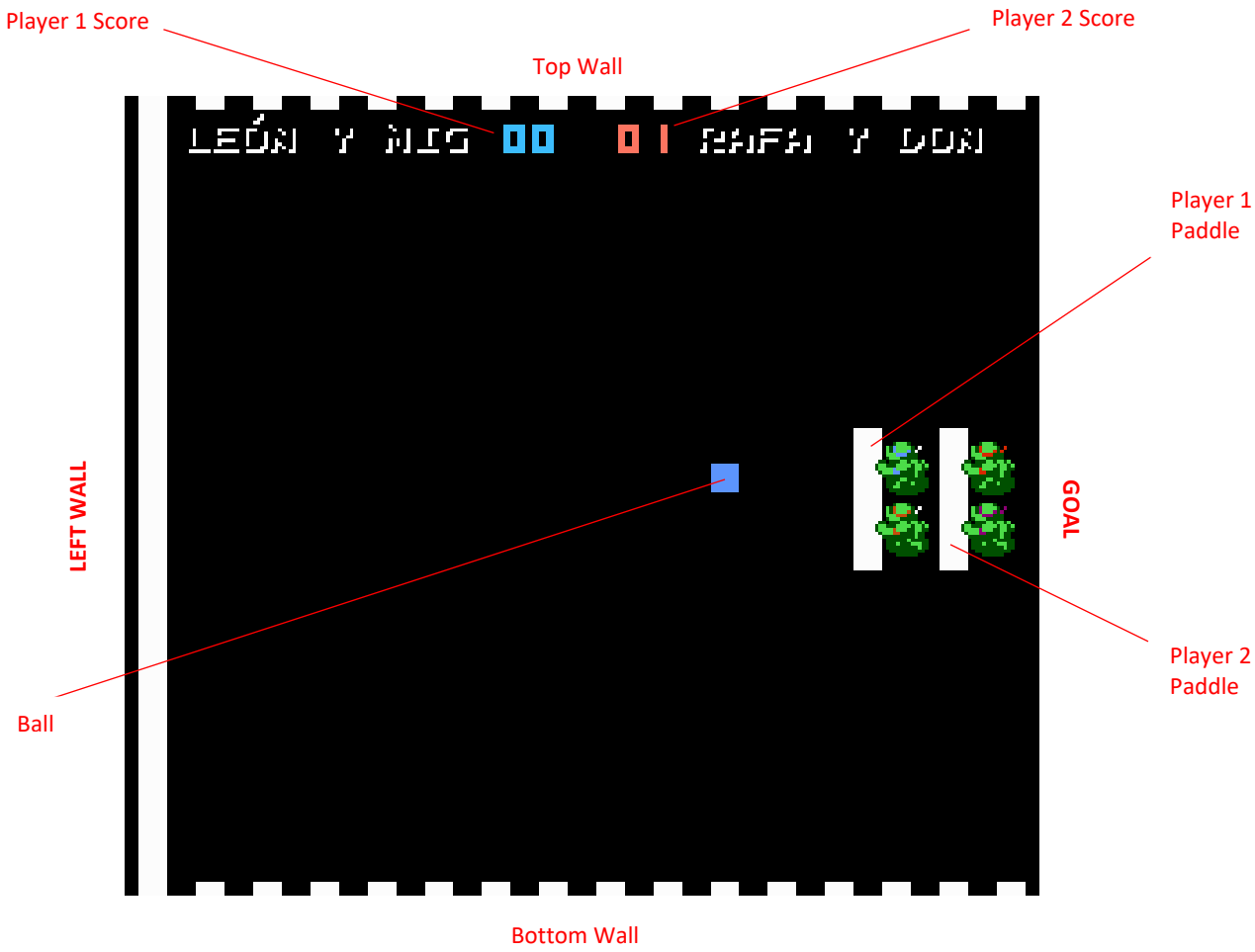
CONTINUING YOUR MISADVENTURE!

At the title screen, you have the option of taking on CPU turtle counterparts (1P game) or going mano-a-mano (er… paddle-a-paddle?) against a friend (2P game).

For one player action, press Start on Controller 1.

For two player action, press Start on Controller 2.

(Who will you be? Leader León and Miguel (player 1), the fiesta fan, or angry wisecrackin' Rafa (depending on continuity) and resident brainiac Don (player 2))?



GAMEPLAY

Player 1 controls the left Tortuga duo (León y Miguel), while player 2 (human or CPU, depending on game selected) controls the right (Rafa y Don). The object is to take turns volleying the ball off the left wall until one player misses, scoring the other player a goal. When a goal is scored, the ball will richochet back into play, heading toward the left wall. It cannot be hit when re-entering the game from behind the players but will head toward the left wall, bounce off, and head back toward the players to continue the match.

As players take turns hitting the ball, they cannot hit a ball not intended for them. When a player tries to hit a ball not meant for them, the ball will simply pass over them toward the goal.

Gameplay ends when a player scores 15 points, and the victory will be awarded to that player. Pay attention to when it's your turn! You could lose valuable points to your opponent otherwise.

Think you can score a perfect game? Give it a try!

When the game ends, press Start on either controller (1 or 2) to go back to the title screen.

MOVIN' AND GROOVIN'

During gameplay, the following buttons on either Controller 1 or 2 will help your turtles "squash" your rivals:

MOVIN' ON UP!	GROOVIN' ON DOWN!
Up = Slow as a turtle (1x speed)	Down = 1x speed
Left = Double time! (2x speed)	Right = 2x speed
B = Quick as a ninja (3x speed)	A = 3x speed

Got a wonky controller? Diagonals work, too! Up-Left and Up-Right give you 2x speed in the up direction, while Down-Left and Down-Right give you 2x speed in the down direction.

PROTIPS

Keep an eye on the color of the ball. When it matches the color of a player's score, it's that player's turn to hit the ball. Think you can distract your opponent by trying to hit their ball?

Choose your paddle speed wisely; you'll have to be both quick and precise to get to the ball in time to avoid your adversaries scoring a goal.

Triple speed is a great way to cover a long distance between point "A" and point "B" but an even better way to overshoot and miss a ball.

Watch hitting the ball with the edges of (or off-center with) your paddle; it could cause a nasty change in the angle and speed of the ball that you (and maybe your opponent?) might need to compensate strategy for.

The CPU may be dumb, but its turtle team's a fairly tough adversary. Is there a pattern to be learned? Señor Saki will never tell…

ACKNOWLEDGEMENTS

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NESdev

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Ronnie – for animation thoughts

dougeff – for some controller concepts

NES Developer Server Discord

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The Usual Suspects

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(Pong de las Tortugas Ninja II, as developed and compiled via NESASM3 by eskayelle, aka Double Z, August 2020.
Compatible with the Nintendo Entertainment System (NES) and most clones, derivations, and known emulators.

Like my work? Why not check out my NBA Jam TE (Double Z and 2Kxx mods), TMNT of Rage, and COVID Captives/COVID Trek series romhacks?
http://www.romhacking.net/community/5043/)